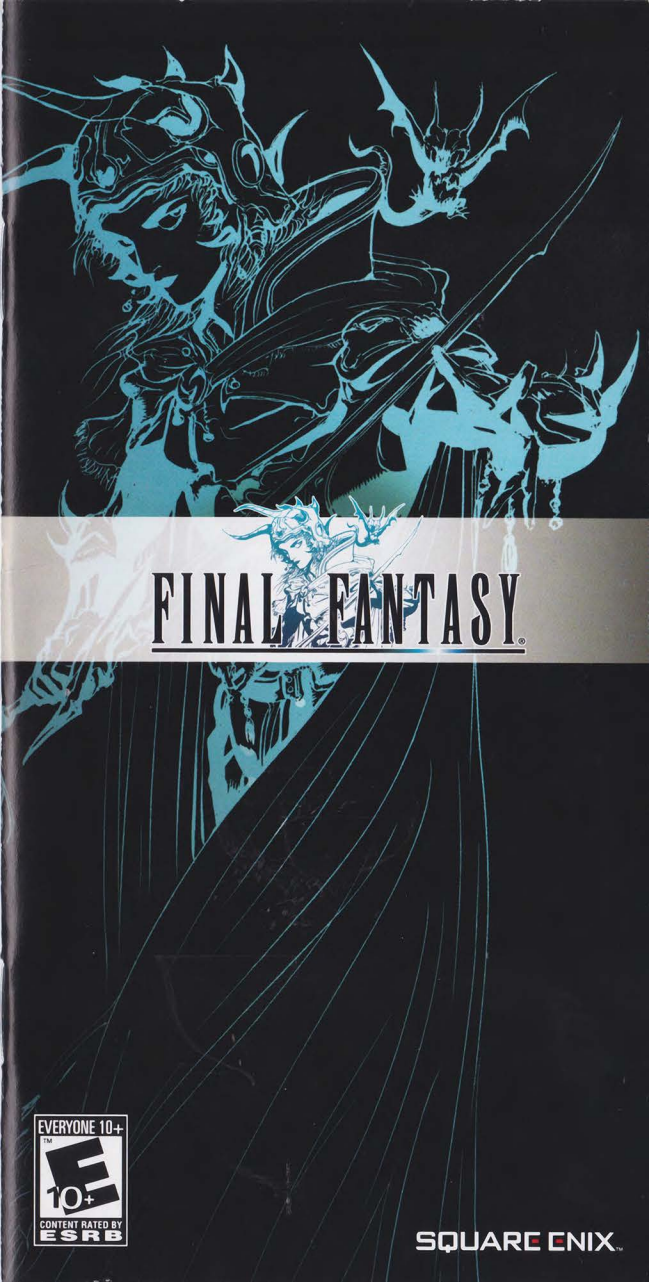


EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc, see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

PROLOGUE

The world lies shrouded in darkness.
The winds die... The seas rage... The earth decays...
But the people believe in a prophecy, patiently awaiting its fulfillment.

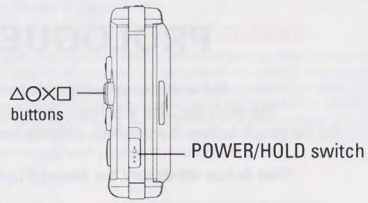
"When darkness veils the world, four Warriors of Light shall come..."

After a long journey, four young travelers did at last appear...
...and in the hand of each was clutched a crystal.

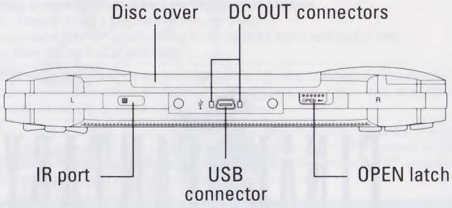
Contents

Getting Started 2
Game Controls 3
Starting The Game 4
Field Screens 6
Town Guide 8
Menu Screen 10
Battle 14
Magic List 18

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT FINAL FANTASY® disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

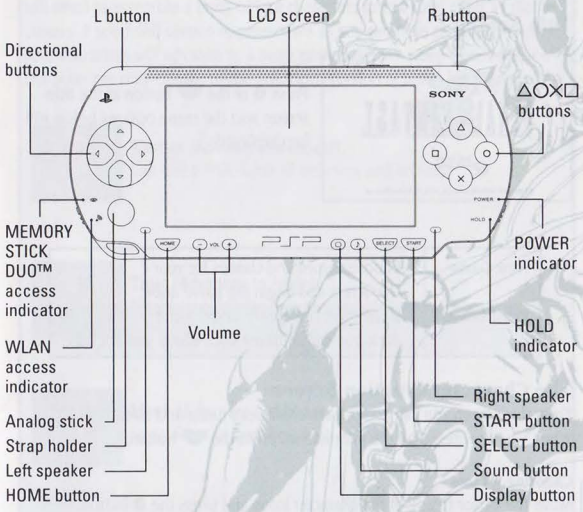
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP®. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

PSP® (PlayStation®Portable) system configuration



Directional buttons	Movement / Move the cursor
Analog stick	Move cursor (in map display)
⊗ button	Confirm / Talk / Search
◉ button	Cancel / Back to previous screen / Dash (used with directional buttons)
△ button	Display menu
□ button	View bestiary
L or **R**	Switch pages (in menus) / During battle hold both down to flee
START	Nothing by default
HOME	Nothing by default
SELECT + **◉ button**	Display the world map

The default buttons listed in the diagram above can be changed using the Configuration menu described on page 12. Items in red represent functions in the field screen.

The first time you play the game, you will see the language settings screen. You can choose to play the game in Japanese, Japanese Kana, or English.

Title Screen

Press ⊗ or the START button at the title screen and the menu options below will be displayed.

New Game	Choose names and classes for your 4 characters and begin the game anew.
Load Game	If you have previously saved game data, you can continue from where you left off.

The Character Creation Screen

From this screen you can assign each character's name and class. When you've entered all the information, press the START button.

Choosing a Class

Move the cursor to one of the character icons and press the ⊗ button. Select the desired class from the list at the right of the screen and press the ⊗ button to confirm.

Assigning a Name

Move the cursor to "????" and press the ⊗ button to display the Name Selection screen. Name your character and select [END] to confirm the name. You may also choose from several default character names by moving the cursor to "????" and pressing SELECT. Continue pressing SELECT to cycle through the available names. When you've finished assigning all the names, press START to begin your adventure!

Saving the Game

Save your progress during the game by using the Save option on the menu. Please have a Memory Stick DUO™ or Memory Stick PRO DUO™ with 672 KB of space available in your Memory Stick DUO™ slot.

Character Classes

As you assume the role of the Warriors of Light at the start of the game, you will need to assemble a party of four characters from a total of six available classes. If you fulfill certain requirements as you progress through the game, your characters will advance to a more powerful class. Keep in mind that a character can only change to the advanced version of his or her starting class.

Warrior (Advances to Knight)
Can use a wide array of weapons and armor.

Thief (Advances to Ninja)
Nimbly runs circles around opponents.

Monk (Advances to Master)
Specializes in bare-knuckled attacks.

Red Mage (Advances to Red Wizard)
Proficient in both black and white magic.

White Mage (Advances to White Wizard)
Supports the party with white magic.

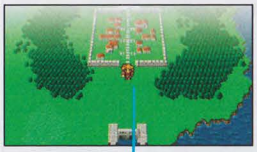
Black Mage (Advances to Black Wizard)
Damages opponents with black magic.

There are two types of field screens: the World Map, which lets you move from location to location, and the Town and Dungeon Maps you will visit.

Field Screens

Use the directional buttons to navigate the field screen. You can open the menu (pages 10-13) using the △ button or view the bestiary (page 13) using the ○ button.

World Map



Character
The lead character as determined by Formation (page 12) is displayed.

Town/Dungeon Map

Door
Locked doors can be opened by a key.

Talk/Search

Press the ✕ button when facing people to talk to them. Similarly, press the ✕ button to search the area you are facing.

UNLOCK THE SECRET DUNGEONS

As you proceed with the game, the "Soul of Chaos" bonus dungeons will become accessible. They are challenging dungeons that let you test your hand against fearsome foes and treacherous traps. Beyond them lie even more challenges.

The Map Screen

Press the dash button (○ button by default) and the SELECT button simultaneously from the field screen to display the map. Verify the locations of various areas by switching between the full map and the enlarged map.

Location List
Select an area name and press the ✕ button to move the cursor to that location.

Map
Move the cursor on the enlarged map and the map will scroll simultaneously.

- **Dungeon**
- **Ship**
- **Castle/Town**
- **Airship**
- **Present Location**

Vehicles

You can travel the world of FINAL FANTASY® via three different vehicles.

Ship

The ship can move freely on the high seas but cannot enter rivers or lakes. You can only board and disembark the ship at ports.

Canoe

The canoe is a small craft that can cross rivers and lakes. Once the party obtains the canoe, they will use it automatically when attempting to enter a river or lake.

Airship

The airship sails the skies at four times the speed of traveling on foot. Move the party over the airship and press the ✕ button to board the airship. Once aboard the airship, you can land by pressing the ✕ button. The airship can only land on open plains.

There are many things to do and places to go in town. Be sure to ready equipment and stock up on items before setting out.

Things to do in Town

Speak to shopkeepers to buy and sell weapons, armor, items, and spells with gil (money).

Signpost
Signposts indicate the various types of shop

Weapon Shop

Here you can buy and sell weapons you can use to attack your enemies. Certain weapons have special powers.

Armor Shop

Here you can buy and sell armor for the head, body, and arms, as well as shields you can equip to protect your party. Certain equipment has special powers.

Magic Shops

Here you can buy spells with various effects. Magic is divided into White Magic, which focuses on healing and support, and Black Magic, which focuses on attacks.

Item Shop

Here you can buy and sell various items that aid you in your journey. There are various types of items (page 17), including those that restore HP and cure status ailments.

Inn

Staying at an inn fully restores the party's HP and MP. Fee varies by location.

Sanctuary

Revives characters who have been KO'd (page 16). Fee varies by location.

Buying and Selling Items

First, select whether to buy or sell using the directional buttons. Select the item you wish to buy/sell, specify the quantity, and complete the transaction with the ⊗ button.

*Press left or right to alter the quantity by 1, up and down to alter it by 10.

Characters will raise their hands when an item they can equip is selected:

Increase
Decrease
Equipped

Press the △ button from the field screen to display the menu screen, from which you can make the necessary adjustments for your quest.

Menu Screens

You can select from seven commands on the main menu.

Menu Commands

Crystals
Light will return to the crystals during your quest.

Status (page 12)
Shows level and job, current/maximum HP, and current/maximum MP. Also shows status ailments (page 16)

Present Location
Time of Play
Gil (Money)

Items

Check your inventory or use items.
*Use is selected by default.

Item and quantity in possession
You can swap the location of any two items by selecting an item, pressing the ⊗ button, selecting another item, and pressing the ⊗ button once more.

Use	Select "Use," move the cursor to the item you want to use, then press the ⊗ Button twice. Some items require you to select a character as the item's target. Selecting equipment will open a window displaying which classes can use that equipment.
Sort	Selecting "Sort" organizes items by category: consumable items, weapons, and armor.

Key items
Displays a list of items the party has collected that are vital to progressing in the game.

Magic

Select this command to view or cast spells the party has learned. Press the ○ button to choose sub-commands other than "Use."

Spellcasters can learn up to three spells in each magic level. Spells that cannot currently be cast are grayed out.

Spell List
Select a spell and a target to use magic.

Spell Description

MP Cost

Use	Select "Use," move the cursor to the spell you want to cast, then press the ⊗ button. Some spells require you to select a character as the spell's target.
Discard	Select "Discard," move the cursor to the spell you want to discard, then press the ⊗ button. Once you've discarded a spell, you'll have to purchase it from a magic shop if you wish to learn it again, so think carefully before discarding spells.

Equipment

Select this command to outfit characters with weapons and armor from the party's inventory.

Current Equipment

Effect
Displays a comparison of the character's current attributes, and attributes after equipping the currently selected equipment.

Available Equipment

Equip	Select "Equip" and move the cursor to the part of the body you wish to equip. Pressing the ⊗ button will then bring up a list of the available equipment that can be readied. Select the piece of equipment you wish to equip and confirm your selection to ready the equipment.
Optimal	Selecting "Optimal" automatically equips available weapons and armor to maximize a character's attack and defense.
Remove	Select "Remove," move the cursor to the equipment you wish to remove, and press the ⊗ button.

*Monks and Masters, who are proficient attacking barehanded, may be stronger without a weapon equipped despite a reported increase.

MENU SCREEN

Status

Select this command to view detailed information about the characters in your party.

Status

Current Equipment

Attributes

LV	Current level. Level up by gaining experience.
HP	Current and maximum HP.
MP	Current and Maximum MP, which is used to cast spells.
Magic Level	Maximum spell level character is capable of using. Determined by character's class and level.
Current EXP	Number of experience points the character has earned.
Next Level	Number of experience points needed to level up.
Strength	Affects efficacy of attacks.
Agility	Affects order of action in battle.
Intelligence	Affects efficacy of magic.
Stamina	Affects amount of HP increase when leveling up.
Luck	Affects various elements in battle.
Attack	Determines damage dealt in battle.
Accuracy	Determines chance of successful attack in battle.
Defense	Determines resistance to damage received in battle.
Evasion	Determines chance of dodging enemy attacks.

Formation

Select the character you wish to move and press the ⊗ button. Choose another character and press the ⊗ button to switch the characters' positions. Characters further down the roster are less likely to be attacked.

Configuration

The configuration menu lets you alter the game settings and view the Bestiary. Select an item to adjust from the menu with the ⊗ button.

Fill out this card and return it to be entered
You could win a cool game!

No further purchase necessary. Each card qualifies for one monthly drawing. Two winners per month. information on a 3x5 card and mail to: Square Enix, Inc., P.O. Box 6000, Clear Lake, MN 55319. One e about the last day of each month. Winner will be notified by mail within 30 days of drawing. This cont Ohio and other places where prohibited. Square Enix, Inc. reserves the right to determine the actual g be terminated without notice. Sony Computer Entertainment America takes no responsibility for this c

Fill out this card and return it to be entered in our monthly draw

REGISTRATION CARD - FINAL FANTASY ULUS-102

FIRST NAME: _____ **LAST NAME:** _____

STREET ADDRESS: _____

CITY: _____ **STATE:** _____ **ZIP/ POSTAL CO**

MALE ☐ **FEMALE** ☐ **E-MAIL ADDRESS:** _____

PARENT OR ADULT GUARDIAN (IF UNDER 18 YEARS OLD): _____

1. How did you learn about this game?
(Choose up to **2**)

- ☐ Word-of-mouth/friends
- ☐ Magazine preview/review
- ☐ Magazine advertisement
- ☐ Internet preview/review
- ☐ Internet advertisement
- ☐ Saw or played demo
- ☐ TV advertisement
- ☐ Game package in store
- ☐ Posters/retail ads in store
- ☐ Square Enix website/email

2. What are the main reasons you bought this game?
(Choose up to **2**)

- ☐ Character(s)
- ☐ Gameplay (minigames)
- ☐ CG/Movie graphics
- ☐ Music/Sound effects
- ☐ Replay value
- ☐ Developer reputation
- ☐ In-game graphics/art style
- ☐ Multiplayer
- ☐ Price
- ☐ Storyline

3. Where did you buy this game?

- ☐ Best Buy
- ☐ GameStop/EB Games
- ☐ Kmart
- ☐ Toys "R" Us
- ☐ Online
- ☐ Circuit City
- ☐ Hollywood Video/Game Crazy
- ☐ Target
- ☐ Wal-Mart
- ☐ Other

4. How many games have you purchased or received in the past year?

☐ 1-3 ☐ 4-6 ☐ 7-11 ☐ 12+

5. Which systems do you currently o

- ☐ PlayStation®2 computer entertainn
- ☐ PLAYSTATION®3 computer entert
- ☐ Nintendo GameCube
- ☐ Wii
- ☐ GBA
- ☐ Xbox
- ☐ Xbox 360
- ☐ PSP® (PlayStation® Portable) syst
- ☐ Nintendo DS

6. What are your favorite types of ga

- ☐ Action/Adventure (ex. GTA, Metal Gear, Resident Evil) ☐ R
- ☐ Extreme Sports (ex. Tony Hawk) ☐ M
- ☐ Flying/Driving (ex. Gran Turismo, Need for Speed) ☐ M
- ☐ Puzzle/Minigame (ex. WarioWare, Brain Age) ☐ F
- ☐ Shooter (ex. Medal of Honor, Halo, Ghost Recon) ☐ S

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in our monthly drawing.

Please fill in all information, or include all
ntry per person. Drawing to take place on or
est void in Washington, Missouri, Florida,
ame, subject to availability. This contest may
ffer.

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www.square-enix.com

ing. You could win a cool game!

51

AGE:

APARTMENT/
SUITE NUMBER:

DE: COUNTRY:

wn?

ent system
inment system

7. How often do you play video games?

☐ Less than once a week ☐ A couple of times a week
☐ Most days ☐ Every day

8. List your two favorite websites to get gaming news/information:

www. .com

www. .com

m

mes?

PG
x. FINAL FANTASY, Pokémon)
lajor Sports
x. Madden, FIFA)
lusic/Rythm
x. Guitar Hero)
ighting/Wrestling
x. Tekken, WWE, Dragonball Z)
imulation/Strategy
x. The Sims)

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respective owners.

of whether you submit this card.

9. Which magazines do you read regularly (2 out of 3 issues)?

☐ Boy's Life
☐ EGM
☐ GamePro
☐ Newtype USA
☐ Nintendo Power
☐ PLAY Magazine
☐ Shonen Jump
☐ Tips & Tricks
☐ Other

☐ Disney Adventures
☐ Game Informer
☐ National Geographic Kids
☐ Nick Magazine
☐ Official Xbox Magazine
☐ PSM
☐ Sports Illustrated for Kids

☐ **Check this box if you DO NOT wish to receive game/ product information from SQUARE ENIX**

CUSTOMER SUPPORT

For customer support and technical support questions, you can call (310) 846-0345. Representatives are available Monday-Friday 9am-6pm, Pacific Standard Time.

No further purchase necessary. Each card qualifies for one monthly drawing. Two winners per month. Please fill in all information, or include all information on a 3x5 card and mail to: Square Enix, Inc., P.O. Box 6000, Clear Lake, MN 55319. One entry per person. Drawing to take place on or about the last day of each month. Winner will be notified by mail within 30 days of drawing. This contest void in Washington, Missouri, Florida, Ohio and other places where prohibited. Square Enix, Inc. reserves the right to determine the actual game, subject to availability. This contest may be terminated without notice.

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by Square Enix, Inc., go to
www.square-enix.com

MENU SCREEN

Dash	Choose whether the party always moves quickly in towns and dungeons or only while the dash button is held down. The ● is the dash button by default.
Cursor	Set the cursor to either return to its default position in menus or remember its previous position.
Message Speed	Change the speed at which text appears on the screen.
Controls	Change the function of the controls in the game.
Window Color	Adjust the transparency and background color of windows.
Bestiary	View information about the kinds and numbers of enemies you've defeated. (See below for more information about the Bestiary.)
Language Settings	Select whether to play the game in English, Japanese, or Japanese Kana.

Bestiary

The monsters you defeat are automatically recorded in the Bestiary. Select a monster and press the ⊗ button to see more detailed information.

*Toggle the right-side screen display by pressing the ⊗ button while viewing a monster entry.

Completion Rate
Displays percentage of monsters beaten out of all monsters.

Monster List
New monster entries are marked with ★★★ and the name is shown in yellow.

Save

Select this command to save your game's progress. Use the directional buttons to select which file to save in, and press the ⊗ to confirm. You can have up to twenty separate save files per Memory Stick Duo™. You can also delete saved data with the △ button. Data cannot be retrieved once it has been deleted.

When the party encounters enemies outdoors or in dungeons, the screen will change to the battle screen, pictured below.

The Battle Screen

Enemy information
Displays the name and number of enemies

Battle commands

Party members' status
From left: current HP, max HP, and current MP

Flow of Battle

The turn-based battle system consists of two phases listed below.

Command Phase
Choose a battle command for each character individually to determine how they will act in battle. The decisions are finalized once the last character's command is entered.

Action Phase
All enemy and ally characters act in a predetermined order. When all characters have completed their actions, battle returns to the command phase.

Battle Commands

Select a command by using the up and down directional buttons and confirm your selection with the ⊗ button. The ○ button can be used to cycle back to the previous character.

Attack
Attack with the character's currently equipped weapon. If no weapon is equipped, a character will attack with his or her bare hands.

Magic
Cast a spell the character has previously learned. Choose the spell you wish to cast and its target.

Defend
Reduce damage received from physical attacks.

Items
Use items in the party's inventory. Choose the item you wish to use and its target.

Equip
Change the character's equipment. Choose the area to change, then select the equipment to use.

Flee
Attempt to escape from the battle. If one character successfully flees, the entire party will flee. You can choose to have all party members attempt to flee by holding down the L and R buttons when the first character's command window is displayed. There are times when it is not possible to flee.

Ending a Battle

Battles end when all enemies have been defeated, all enemies have fled, or the party has fled. Winning battles earns the party money (gil), items, and experience points. When characters accumulate a certain amount of experience points, their level will increase. With increases in level come increases in abilities and possible increases in magic level (page 12)

Information Window
Displays abilities that increase from leveling up, gil acquired, etc.

Status Ailments

Certain special attacks enemies may use will inflict status ailments upon your characters. You will want to treat these ailments with magic or items early on.

Status ailments that wear off after battle

Sleep - The character is in a deep sleep and cannot act

Darkness - The character's vision is impaired, reducing the accuracy of physical attacks

Silence - The character cannot use magic

Paralysis - The character is paralyzed and cannot act

Status ailments that remain after battle

Poison - The character is poisoned and will gradually lose HP over time

Stone - The character is petrified and cannot act

KO - The character cannot act until revived

Game Over

The game ends when the entire party is knocked out or petrified. You'll have to continue playing from a previous save file, so be sure to save often.

Remember to Heal

Pay attention to your remaining HP and MP during battle, and try to recover as soon as possible. Besides using white magic, you may want to stock some items to help you recover. Try to make the most of items used outdoors, such as sleeping bags and tents.

Recovery Items

Potion - Restores 50 HP.

Hi-Potion - Restores 150 HP.

X-Potion - Fully restores HP.

Ether - Restores 50 MP.

Turbo Ether - Restores 150 MP.

Dry Ether - Fully restores MP.

Elixir - Fully restores HP and MP.

Phoenix Down - Revives one KO'd ally.

Echo Grass - Cures silence.

Remedy - Cures all status ailments except stone and KO.

Sleeping Bag - Partially restores party's HP. Can only be used outdoors.

Tent - Partially restores party's HP. Can only be used outdoors.

MAGIC LIST

Magic is divided into White Magic, which focuses on healing and support, and Black Magic, which focuses on attacks. Towns offer different spells for purchase (page 8).

White Magic Spells

Level 1	Cure	One ally	Restores a little HP to one ally.
	Dia	All foes	Deals damage to all undead foes.
	Protect	One ally	Raises one ally's defense.
	Blink	Caster	Raises caster's evasion.
Level 2	Blindna	One ally	Cures darkness.
	Silence	All foes	Prevents all foes from casting spells.
	NulShock	All allies	Reduces lightning damage by half.
	Invis	One ally	Raises one ally's evasion.
Level 3	Cura	One ally	Restores HP to one ally.
	Diara	All foes	Deals damage to all undead foes.
	NulBlaze	All allies	Reduces fire damage by half.
	Heal	All allies	Restores a little HP to entire party.
Level 4	Poisona	One ally	Cures poison.
	Fear	All foes	Drives all foes away in terror.
	NulFrost	All allies	Reduces ice damage by half.
	Vox	One ally	Cures silence.
Level 5	Curaga	One ally	Restores a lot of HP to one ally.
	Life	One ally	Revives one KO'd ally.
	Diaga	All foes	Deals damage to all undead foes.
	Healara	All allies	Restores HP to entire party.
Level 6	Stona	One ally	Cures stone.
	Exit	----	Transports party out of dungeons.
	Protera	All allies	Raises party's defense.
	Invisira	All allies	Raises party's evasion.
Level 7	Curaja	One ally	Fully restores one ally's HP.
	Diaja	All foes	Deals damage to all undead foes.
	NulDeath	All allies	Enhances party's defense against death.
	Healaga	All allies	Restores a lot of HP to entire party.
Level 8	Full-Life	One ally	Revives one ally and fully restores HP.
	Holy	All foes	Damages all foes with holy light.
	NulAll	One ally	Reduces damage from spells by half.
	Dispel	One foe	Negates one foe's magical defenses.

MAGIC LIST

Black Magic Spells

Level 1	Fire	One foe	Deals fire damage to one foe.
	Sleep	All foes	Puts all foes to sleep.
	Focus	One foe	Lowers one foe's evasion.
	Thunder	One foe	Deals lightning damage to one foe.
Level 2	Blizzard	One foe	Deals ice damage to one foe.
	Dark	All foes	Blinds all foes with darkness.
	Temper	One ally	Raises one ally's attack.
	Slow	All foes	Reduces all foes' number of attacks.
Level 3	Fira	All foes	Deals fire damage to all foes.
	Hold	One foe	Paralyzes one foe.
	Thundara	All foes	Deals lightning damage to all foes.
	Focara	All foes	Lowers evasion of all foes.
Level 4	Sleepra	One foe	Puts one foe to sleep.
	Haste	One ally	Doubles one ally's number of attacks.
	Confuse	All foes	Causes foes to turn on each other.
	Blizzara	All foes	Deals ice damage to all foes.
Level 5	Firaga	All foes	Deals fire damage to all foes.
	Scourge	All foes	Instantly kills all foes.
	Teleport	----	Transports party to previous floor.
	Slowra	One foe	Reduces one foe's number of attacks.
Level 6	Thundaga	All foes	Deals lightning damage to all foes.
	Death	One foe	Instantly kills one foe.
	Quake	All foes	Calls an earthquake to swallow foes.
	Stun	One foe	Paralyzes one foe.
Level 7	Blizzaga	All foes	Deals ice damage to all foes.
	Break	One foe	Petrifies one foe.
	Saber	Caster	Raises caster's attack and accuracy.
	Blind	One foe	Blinds one foe with darkness.
Level 8	Flare	All foes	Blasts all foes with light and heat.
	Stop	All foes	Stops time and paralyzes all foes.
	Warp	All foes	Banishes foes to another dimension.
	Kill	One foe	Instantly kills one foe.

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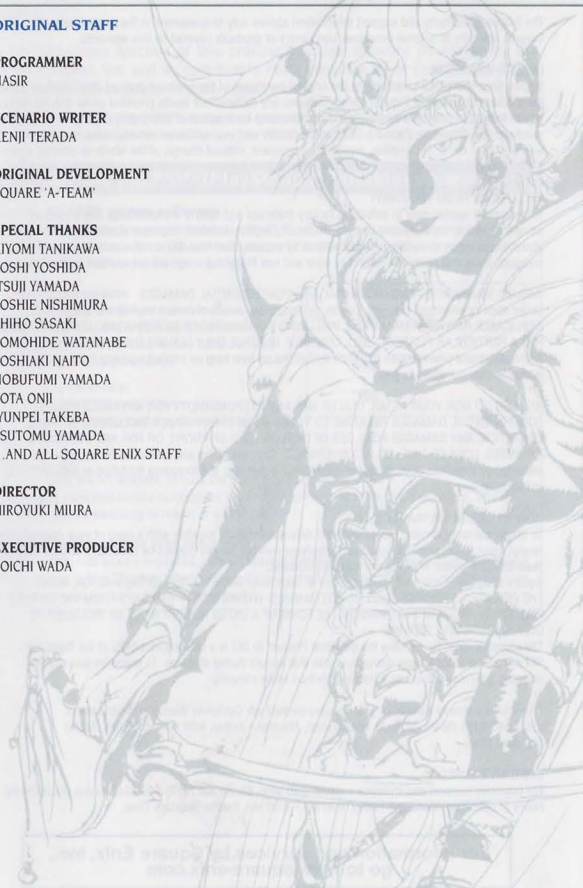

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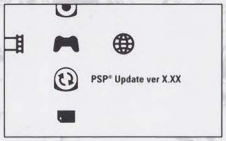
Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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